
































































































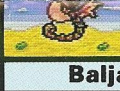




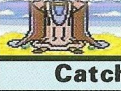







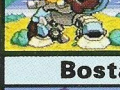
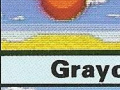



















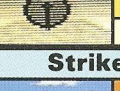



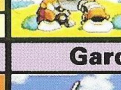
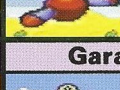
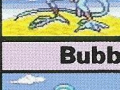


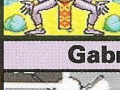

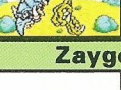
















PALADIN'S QUEST™

MONSTER DATA

 HIT POINT	 MONSTER
 ATTACK POINT	 MINI BOSS
 DEFENSE POINT	 BOSS
 BATTLE SPEED		

Goblin	Kong	Purpbird	Hobgob	Kamikaze	Pakrat	Heliopod	Hedgehog	Spilit	Deatheye	Helioled	Slimy	Constric
												
39	60	60	38	81	18	16	32	70	75	26	80	36
53	70	85	75	85	38	40	58	85	98	51	110	56
15	14	38	28	42	13	14	17	45	40	16	35	13
7	18	52	41	58	4	5	4	68	60	7	10	6
Preyer	Roterpod	F.Witch	Hupman	Lao-tse	Redball	Smush	Leech	Bombrock	Slapkong	Blackbom	Deathric	Cornrat
												
72	63	94	110	106	125	60	50	82	110	64	60	65
110	125	30	30	30	145	90	85	115	125	125	118	121
66	64	42	42	40	35	41	37	46	68	70	62	61
72	88	95	95	98	48	45	58	40	75	42	85	80
Sacryfer	Windbird	T.Esper	Balloong	Redwitch	G.Goblin	Sorcerer	SusAgent	Nestpod	Whipper	Eater	Heliopit	Elepsaur
												
1448	190	235	140	190	98	125	380	110	260	140	125	280
125	145	130	210	130	112	30	185	130	152	140	98	180
55	90	60	65	65	68	42	75	45	75	72	68	78
89	120	120	105	110	88	102	120	95	85	92	99	98
Worm	T.Rex	Microrat	Twinhead	Splitbug	Roterpit	Gregory	Stingbag	Madmaker	Bacteria	Parasite	Amoeba	Virus
												
120	350	87	190	420	195	220	110	240	82	84	92	95
140	155	130	165	140	140	130	133	10	115	135	125	130
85	79	50	60	70	78	60	85	60	75	80	72	78
92	100	150	170	120	104	130	90	115	100	85	90	95
Landpod	Pakgrass	G.Whip	Redrock	Sticky	Cathy	Fiolan	Zmaster	Beholder	Hood	Footsaur	GusStool	Stingred
												
130	185	420	180	150	240	290	250	200	130	400	145	120
140	170	190	140	145	145	152	145	155	160	220	135	130
65	70	72	145	65	60	72	60	62	75	90	70	81
150	120	160	115	125	130	155	130	145	135	125	140	155
Fake	Boy	Barerat	Redjaws	Wolfworm	Preast	Kid	Widow	Butcher	Girl	Headless	Specter	Buzzsoul
												
150	120	110	480	800	280	150	210	150	155	220	200	120
230	240	230	350	160	155	90	245	260	235	260	200	210
100	102	88	120	112	123	115	150	140	120	115	145	120
190	200	205	130	195	202	195	175	130	190	220	195	205
Sleeper	Thirdeye	Flamer	Bigboss	Firesaur	Snowprey	T.Bronza	Freezer	Snowsaur	Eater	Zip	Goldgubo	Stenka
												
150	155	130	500	480	500	510	140	500	150	250	45	120
250	190	185	220	300	265	280	225	265	190	210	185	310
255	150	140	140	150	152	155	140	152	135	145	500	145
210	202	205	205	200	220	205	220	220	215	230	400	240
Ms.EX	Knocker	Dogfish	Cornfish	Sgt.Alon	Captain	Hermit	G.Sage	Rackgorn	Patriot	Fighter	Wirearm	Needle
												
190	150	160	160	400	200	180	190	250	220	260	270	150
220	210	205	105	280	260	250	250	220	270	200	310	280
140	160	130	130	175	165	155	170	130	190	150	180	175
235	245	220	220	260	240	235	245	220	215	255	250	240
Flybot	Skygazer	Baljan1	Ball	Stick	Combined	Facewall	Catcher	Trickart	Destron	Flamedon	Evilrat	Sumokong
												
220	230	820	250	260	510	800	250	280	720	700	180	350
300	290	380	300	300	300	335	320	340	380	400	1320	305
175	180	185	180	185	285	190	165	185	195	185	180	185
245	255	245	250	240	260	255	215	260	240	265	275	255
Eyebeam	Pittfish	Bostang	Graycrab	Soafish	Tempest	Hectopus	Mokofish	Twinhawk	Unirat	Roterbee	Stingeye	Omnibot
												
190	220	210	240	230	650	235	225	220	260	260	270	320
310	330	300	270	300	290	300	295	280	350	350	335	360
180	185	190	205	190	190	170	195	195	210	210	250	190
285	295	280	275	280	260	270	285	300	300	300	305	305
Stinger	Baljan2	Eyebot	Big Zip	RedGang	Ascetic	Artman	Brafman	Airdiver	Mindeat	Striker	Alonso	Jarmu
												
255	820	520	800	680	520	850	850	900	420	510	297	624
355	420	370	350	300	300	400	400	650	450	520	84	160
190	190	190	205	200	200	230	230	225	220	245	28	52
315	290	315	320	335	325	295	295	340	335	305	35	70
Renegade	Gardian	Garana	Bubbly	Lokiarn	Adm.Alon	Gabnid	Doth	Zaygos	Kaymat			
												
110	520	600	1500	?	1500	2000	?	?	?			
218	290	220	220	?	415	420	?	?	?			
71	80	175	170	?	198	275	?	?	?			
108	165	215	220	?	295	300	?	?	?			

WEAPONS

ATT ATTACK POINT
DEF DEFENSE POINT
SPE ... SPEED
USER PERSON WHO CAN USE THIS ITEM

NAME	ATT	DEF	SPE	USER	COMMENT
Kn (knife)	2	0	0	1/2	You will begin with this weapon.
Dagger	4	0	0	1/2/5	None
Bow	6	2	0	1/2/4	None
Pickaxe	7	0	0	1/6/11	None
Light sw (sword)	10	0	0	1	None
Mid sw	15	0	0	1	None
Bmg (boomerang)	8	0	0	2/13	None
Gauntlet	13	8	0	2/17	This will increase your Defense Power.
Heavy sw	20	0	0	1/15	None
Pwr bmg	12	0	0	2	None
Aybro sp (spear)	25	7	0	1	None
Sword st (staff)	18	0	0	2	None
Btl ct (cutter)	16	0	0	2/14/18	You can attack a group of enemies with this.
Mgt	28	16	0	1/2/6	None
Life wh (whip)	35	0	0	2/24	Increases your HP by half the enemy's damage.
HST	80	0	16	1/21	None
Gomutai	?	?	?	?	This is a very hard-to-find sword.
Tonfa	5	0	0	12	Use this weapon if you practice martial arts.
Kormu sw (present)	40	0	0	1	This sword is the subject of many legends.
Kormu sw (past)	85	0	0	1	You will find this sword in the past.
Para kn	3	0	0	2	The enemy is paralyzed by this sword.
Pray st	30	0	0	2/20	This club will banish nearby evil spirits.
Sph sw	50	0	0	2	You can use this like a key in some places.
Psych bm (beam)	40	0	0	1/2	None
Flame th (thrower)	50	0	0	1/28	Attack all enemies with this flame thrower.
Rgn sw	88	0	0	1	None
Tdr sa (saber)	70	0	0	1/2	This fires bolts of lightning at all enemies.
Pht cn (cannon)	20	0	0	1	None
Anq sw	39	0	0	20	None
Club	1	0	0	3	None
Wh	6	0	0	3	None
Shovel	5	0	0	6	A mining worker is skilled with this weapon.
Com kn	12	0	0	7	You can damage a group of enemies with this.
Blkjack	30	0	0	7	None
Compact	1	0	0	8	None
Psn nd (needle)	0	0	0	10	Use this on an enemy to paralyze him.
Glow bow	15	0	0	2/16	This will damage a group of enemies.
Demon wh	11	0	0	18	This will damage a group of enemies.
G tree	15	0	0	19	This will damage a group of enemies.
R crag	32	0	0	19	None
Seed sw	70	0	0	22	This is a good weapon for children.
Z eraser	40	0	0	23	You can attack a group of enemies with this.
Giga sw	60	0	0	27	None
Eng bm	50	0	0	28	None
Eng drw (drain)	20	0	0	29	This will damage a group of enemies.
Blood wh	45	0	0	2/29	None
Blow gn	25	0	0	10	None
Msl (missile)	60	0	0	28	This will damage a group of enemies.
Bow gn (gun)	65	0	0	29	This is a more powerful weapon than Arrow.
Handbag	1	0	0	8	None
Sing st	0	0	0	30	You can immobilize your enemy with this.
Razor	9	0	0	17	None
Life Cor (corsage)	15	0	0	2/24	One person completely recovers HP with this.

SHIELD/RING

NAME	ATT	DEF	SPE	USER	COMMENT
Wood sh (shield)	0	9	0	1	None
Light sh	0	12	0	1	None
Fire sh	0	15	0	1/14	Shoot a flame from this at one enemy.
Evil sh	0	21	0	1/15	A whirlpool pours out to suck down one enemy.
Good sh	0	51	0	1/22	This is best used by a child.
Gabni sh	0	52	0	1/23	Heals immobility, confusion and paralysis.
Rft sh	0	31	0	1	You are protected from enemy spells by this.
Anq sh	0	24	0	20	None
Sph ring	0	30	0	2	Use this to attack the enemy with lightning.

Abbreviation codes: ar (armor), bl (bottle), bm (beam), bmg (boomerang), bt (boots), cd (card), cl (clothes), cn (cannon) cor (corsage), cr (crown), ct (cutter), dor (door), drs (dress), drw (drain), fth (feather), gn (gun), go (gown), h (hat), hl (helm), ht (helmet), jk (jacket), kn (knife), lth (leather), mk (mask), msg (message), mt (met), nd (needle), orn (ornament), rb (robes) sa (saber), sc (scales), sh (shield), sh (shoes), sk (spike), sp (spear), st (staff), sw (sword), tg (tights), th (thrower), wh

ARMOR

NAME	ATT	DEF	SPE	USER	COMMENT
Lth (leather)	0	13	0	1/4	None
Light ar (armor)	0	16	0	1	None
Light drs (dress)	0	15	0	2/9	None
Mid ar	0	19	0	1/13/14	None
Mid drs	0	18	0	2/17	None
Heavy ar	0	22	0	1/15	None
Pow drs	0	21	0	2	One member can recover 300 HP with this.
Uniform	0	12	0	1/3	Wear this to school to learn magic spells.
Sacr drs	0	12	0	2	None
St rb (robes)	0	27	0	2	None
Drem drs	0	31	0	2/24	Wear this to immobilize your enemy.
Storm ar	0	58	0	1/21	This is a rare and ancient form of armor.
Bib	0	49	0	1/2/22	None
Adult cl (clothes)	?	?	?	?	None
Kormu ar (present)	0	29	0	1	Many legends are told about this armor.
Kormu ar (past)	0	60	0	1	You can find this armor in the past.
Sph gown	0	42	0	1/2	This works like a key in some places.
Cosmo cl	0	44	0	1/2	One person can recover HP completely in these.
Anq ar	0	28	0	20	None
Fly jk (jacket)	0	13	2	5	None
Work cl	0	14	0	6/11	None
Com cl	0	29	0	7/10/19/25/26	None
Body drs	0	10	0	8	Only women may wear this powerful armor.
Rain cl	0	16	0	16	A member can recover 300 HP wearing this.
HTH cl	0	17	0	12	Martial art masters wear this type of armor.
Ener cl	0	34	0	23	One member can recover 800 HP wearing this.
Soa's ar	0	49	0	27	A person can recover HP completely with this.
Bat cl	0	49	0	29	None
Power rb	0	54	0	30	The Attack Power of wearer increases.
Actor cl	0	0	0	18	These are specially made for vaudevillians.

SHOES

NAME	ATT	DEF	SPE	USER	COMMENT
Toe bt (boots)	0	2	2	2	None
Short bt	0	3	3	1/2/4/6/11	None
Middle bt	0	3	4	1/2/17	None
Long bt	0	4	22	1/2/14/15	None
Knife bt	10	6	5	1/26	Wear these to increase your Attack Power.
Mesh tg (tights)	8	6	6	2	These also improve the wearer's Attack Power.
Wn dr sh	12	7	8	2/24	None
Sh soles	2	2	5	1/2/22	None
Lth sh	0	3	6	1/2	None
Sph bt	0	12	12	2	These shoes work like keys in some places.
Grvt y bt	15	11	11	1/2	The Attack Power of all members increases.
G heels	2	3	5	8	None
H heels	5	0	7	9	None
Com bt	7	6	5	10/27	None
Anq bt	7	7	0	20	None
Svn bt	7	8	0	21	These increase the Agility of all members.
Com sk (spike)	0	8	7	1/2/23	None
Wood bt	0	1	0	1/2	None
Iron bt	30	0	0	12	Increase your Attack Power by wearing these.
Cosmo bt	0	9	10	2	None

HELM

NAME	ATT	DEF	SPE	USER	COMMENT
Lth h (hat)	0	4	0	1/2/4/27	None
Ht (helmet)	0	5	0	1/6/11	None
Powermet	0	6	0	1/14/15	None
Hair orn (ornament)	8	14	0	2/24	None
Rage ht	0	23	0	1/2	Lightning from this blasts an enemy group.
Sun hl	0	24	0	1	This lashes a group of enemies with flame.
Kormu ht (present)	0	10	0	1	A great many stories are told of this helm.
Kormu ht (past)	0	25	0	1	Time warp back to find this special helm.
Learn h	0	3	0	1	You can find this at the Magic school.
Fth h	0	4	0	1/5/9	None
Sph or (crown)	0	18	0	2	This helm will work as a key in some places.

Cosmo mt (helmet)	0	17	0	1/2	None
Anq hl	0	9	0	1/20	None
Com mt	0	12	0	7/10/26	None
GH orn	0	3	0	8	None
Face mk (mask)	5	14	0	21	Children should wear this helmet.
Fln mt	0	15	0	23	None
Soa's cr	0	7	0	30	You can shoot lightning at enemies with this.
Wing h	0	12	10	29	None

ITEM

NAME	COMMENT	NAME	COMMENT
Medicine	The one using this will recover HP.	Earth cd (card)	Improves your skill with the Spirit of Earth.
MiniBl (bottle)	This restores 300 HP to one person.	Water cd	Improves your skill with the Spirit of Water.
HighBl	One person recovers 800 HP with this.	Fire cd	Improves your skill with the Spirit of Fire.
MegaBl	The user of this recovers all HP.	Sky cd	Improves your skill with the Spirit of Sky.
GigaBl	This restores HP completely to all members.	Light cd	Improves your skill with the Spirit of Light.
AntiBl	Cure poison or paralysis with this.	Hvn cd	Improves your skill with the Spirit of Heaven.
BombBl	Use this to destroy enemies.	Heart cd	Improves your skill with the Spirit of Heart.
Fl dor (door)	This will help you leave a dungeon.	Sph cd	Improves your skill with the Spirit of Sphere.
Home dor	Warp to a place you've already visited.	Tools	You will need this to repair something.
Pro ball	You can bypass weak enemies with this.	Map	This shows your location on the map.
S tavern	Use this to recall a former member.	Navdex	The pass takes you through a certain gate.
P faces	This will improve your Luck.	Stf gubo	GRazav, a soldier, has this.
P tears	Your Strength increases with this.	Actor cl (cloth)	This changes a person into a vaudevillian.
S sweat	This item will raise your HP.	Natrec	Mouth, a soldier, has this.
G milk	This boosts your Strength.	Sct msg (message)	Get this from the resistance members.
P fth (feather)	Your Agility is increased by this.	G lips	A girl in Conshiuto has this.

MAGIC SPELLS

.... FOR OFFENSE
.... FOR SUPPORT OF OFFENSE
.... FOR DEFENSE
.... FOR HEALING
.... OTHERS
1.... Earth
2.... Fire
3.... Heart
4.... Air
5.... Light
6.... Sky
7.... Sphere
8.... Water

NAME	HIT POINT CONSUMPTION	SPIRITS	EFFECT OF EACH SPELL
FireS	12	2	Use this to attack an enemy with a fireball.
FireG	18	2/7	This spell throws a fireball at a group of enemies.
FireA	28	2/4	Cast this spell to crisp all enemies with a fireball.
BoltS	18	5	Use this to attack an enemy with lightning.
BoltG	24	5/6	This spell shoots lightning at a group of enemies.
BoltA	28	4/5	Cast this spell to electrify all enemies with lightning.
BreakS	24	6	Use this to attack an enemy with a whirlpool.
BreakG	30	6/8	This spell rolls a whirlpool at a group of enemies.
BreakA	36	3/6	Cast this spell to drown all enemies in a whirlpool.
Storm	100	7/8	A blizzard engulfs your enemies when you use Storm.
Heat	95	2/6	This spell will bake your enemies in a heat wave.
Bury	110	1/4	The better your skill, the more enemies this will bury.
LStorm	120	4/8	Cast the L Storm spell to stir up a lethal tornado.
Crush	130	3/7	Attack one or more flying enemies with Crush.
DeathS	20	3/5	Use this to create a black hole to suck in enemies.
Blow up	80	2/5	This dynamite spell causes a powerful explosion.
DeathA	5	2/8	Still the hearts of all your enemies with Death A.
Spirit	250	1-8	This spell summons the power of the eight Spirits.
Daze	60	5/8	Cast the Daze spell to confuse the enemy.
Freeze	24	7	Immobilize your enemy with Freeze.
DFdown	60	6/7	DF Down drops an enemy's defense.
TakeHP	2	2/3	Use this to steal the enemy's HP for yourself.
STup	70	1/6	This increases the Attack Power of one member.
SPup	32	1/7	SP Up improves the Agility of one member.
DFup	55	8	Cast DF Up to strengthen your party's defense.
Wall	70	1/8	Call up a powerful shield with the Wall spell.
MGwall	40	4/7	MG Wall reduces the strength of enemy spells.
ATback	30	3/4	This spell gives half of your damage to the enemy.
AT S	1	1/2	Draw enemy attacks to yourself with this spell.
MGdown	50	5/7	Nullify enemy spells with MG Down.
AntiPS	4	1	AntiPS counteracts the effects of poison.
Heal up	8	1/5	Cast Heal Up to cure immobility, paralysis and confusion.
DeathP	100	1/3	This restores everyone's HP, but knocks the user out.
Warp	80	4/6	Use this to warp to the last place you visited.
Escape	100	4	The Escape spell gets you out of a dungeon.
Peace	60	3	Peace prevents weaker enemies from bothering you.
Hire	150	3/8	Cast the Home spell to recall old members.

Abbreviation codes: A: all (entire), S: single, G: group, P: player (member of team), HP: hit point, ST: strength, SP: speed, DF: defense, MG: magic, AT: attack, PN: poison.

USER LIST

- Chezni
- Midia
- Duke
- Fritz
- Tiger
- Smash
- Grun
- Chill
- Wind
- Fiery
- Gorf
- Dan
- Zuran
- Destry
- Slayer
- Wild
- MeanMa
- Fastjo
- Gunny
- Bean
- JRazav
- GRazav
- Checan
- Lilie
- Chen
- Blades
- Mouth
- Nails
- Peppi
- Hawk

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